

BOISE COUNTY

RESOLUTION #2024-14

A BOISE COUNTY RESOLUTION TO INCREASE THE FY 2024 JUSTICE FUND, SHERIFF'S DEPARTMENT, BUDGET FOR EQUIPMENT EXPENSE

WHEREAS, the FY 2024 budget for the Justice Fund, Sheriff's Department, was adopted by the Boise County Board of Commissioners on August 29th, 2023, via Resolution 2023-31; and

WHEREAS, Idaho Code Section 31-1605 allows the Board of County Commissioners to adjust the budget, as adopted, to reflect the receipt of unscheduled revenue, grants, or donations from federal, state or local governments or private sources, provided that there shall be no increase in anticipated property taxes; and

WHEREAS, the Justice Fund, Sheriff's Department, has received unanticipated revenues associated with the totaling of Sheriff's vehicle VIN#1FTEW1EGXJKD73522, ICRMP Claim # C-23-01008-19782; and ATV VIN# 4XAMH50A87A230770, ICRMP claim #C-23-01008-19534; and

WHEREAS, the Sheriff has chosen to not replace the vehicle, which was due to be rotated out of use, and instead has purchased a replacement ATV using the insurance proceeds; and

WHEREAS, the annual budget procedure has been complied with in making the said adjustment and the budget adjustment shall not result in increased property taxes.

NOW THEREFORE BE IT RESOLVED that the FY 2024 Justice Fund, Sheriff's Department, budget is increased as follows:

Revenue Budget:

| Line Item 03-00-393-00 | Description Refunds & Reimb. | Budget \$10,000.00 | Increase \$33,119.50 | Amended Budget \$43,119.50 |
|--|--------------------------------------|------------------------------|-----------------------------|-------------------------------|
| Expense Budget: Line Item 03-01-800-02 | Description Capital-Equipment | Budget \$30,000.00 | Increase \$33,119.50 | Amended Budget \$63,119.50 |

Approved and adopted in Open Session, this 12th day of March, 2024.

SFAL SECOND

Steven M. Twilegar, Chairman

BOARD OF BOISE COUNTY COMMISSIONERS

Clay S. Tucker, Commissioner

Lindy E. Lindstrom, Commissioner

Attest:

Mary T. Prisco, Clerk to the Board